

DUEL:05
Sky Dodge

AND
NOW

THE
YAGAMI
HALL
SPON-
SORED
EVENT
DUEL
PA-RT 2

3RD STAGE:
SKY DODGE!

Now...

NOW
COMM-
ENCING!

THE COM-
BATANTS
ARE

THESE
TWO
GROUPS!











Team Dark Materials

Yay

THESE ARE
STERN'S.

SUGGESTED PARTY
COMPOSITIONS.

SO
THEM!

Staff On

Team Mistress and Her Merry Friends

WE WISH TO
RETURN SOON IN
ORDER TO
PREPARE FOR
OUR EVENING
MEAL....

YOU DON'T
LOOK TOO
PUMPED
ABOUT THIS,
HMM, KING?

OH,
WHAT'S
THIS?—?

It's fine
with just
me and
Hayate!

WHY DO WE
HAVE TO BE
GROUPED UP
WITH GUYS
FROM ANOTHER
SHOP!?

IF YOU'RE
DISSATISFIED,
I'M FINE
WITH JUST
STOPPING
HERE.

UGH!





SORRY
FOR THE
LONG
WAIT!

神堂
LADIES
AND GEN-
TLEMEN!

FATE TESTA-
ROSSA!
WE'LL BE
YOUR C-COM-
MENTATORS!

THE REAL
DUEL WILL
CONTINUE
FROM NOW
ON! ALICIA
TESTAROSSA
AND

THIS IS SO
EMBARRASSING.
ALL I CAN DO IS
GRIN AND BEAR IT!

YOU'RE
REALLY
GETTING
INTO THIS
TOO, FATE!

GOOD,
GOOD!

TH-THEN,
I'LL EXPLAIN
THE RULES
OF THE 3RD
STAGE.

SKY
DODGE.

FIRST, BOTH TEAMS HAVE THREE PEOPLE DESIGNATED AS "ATTACKERS" ON THE COURT.

AND OUTSIDE THE COURT, TWO PEOPLE START OFF DESIGNATED AS "BACKS".



COMPARED TO THE DUELS WE'VE HAD UP TILL NOW, THIS GAME'S GOT A LOT MORE RULES!

WE'LL START BY EXPLAINING WITH THESE DIAGRAMS!

WE'LL TAKE IT FROM HERE. AN ACTUAL DEMONSTRATION.

AERIAL COMBAT IS THIS DUEL'S REAL THRILL!

THE COURT IS DIVIDED INTO YOUR SIDE AND THE OPPONENT'S, BUT... IT'S OK TO FLY AROUND ABOVE IT AS YOU PLEASE!

WHAT'S THIS~?!

WILL MAKE IT EASIER TO UNDERSTAND.

TIME OUT!

AND YOU THROW THEM TOWARD THE OPPONENTS FROM YOUR COURT...

This to that

THE GAME REVOLVES AROUND THESE ORBS CALLED "BALL SPHERES".

...BUT FIRST,

CARD SLASH!







IT'S FILLED TO THE BRIM WITH SUPER MAGIC MODIFIED GOODS!

THE KING'S DIABOLICA SHOWS HER LOVE OF LUXURY.



I GUESS YOU COULD CALL IT ONE OF THE "PURE COLORS".

HANATE AND DARCHIE ARE BOTH THE "LORD OF GLORY" TYPE.



NANOMA HAS A COLOR SWAP OF THAT MISS FIRST IN THE NATION AS WELL.



NOT ONLY DO YOU LOOK LIKE US, BUT YOU DARE MAKE YOUR AVATAR THE SAME AS WELL....





AND THE PERSON HIT MOVES TO THE BACKS.

AT THAT TIME, IF THE BALL GOES OUT OF THE COURT, THEN IT BECOMES THREE POINTS..

IF IT HITS THE OPPONENT TRYING TO CATCH IT, THEN THAT'S 1 POINT.

IF YOU LET YOUR GUARD DOWN, YOU'LL DROP IT.

IF YOU PUT OUT YOUR HAND AND IT REGISTERS THE BALL

YOU CAN CATCH IT LIKE THAT WITH ONE HAND IF YOU'RE GOOD, BUT...



ALSO, REMEMBER THAT IT IS THE RIGHT OF THE CATCHER TO DECIDE HOW TO RETURN THE BALL.

THE FIRST TO REACH FIFTEEN POINTS OR LEAVE THE ENEMY'S FIELD WITH 0 COMBATANTS CLAIMS VICTORY FOR THEIR TEAM.

TO CALL "BACK" AND BECOME AN ATTACKER.

FURTHER, THOSE THAT STARTED AS BACKS CAN USE THIS TIMING

Penalty of letting the fellow Attackers in your team is prohibited



AND BE AT EASE, THE ACTION OF "RETURNING WITH YOUR DEVICE" IS CONSIDERED "THROWING IT BACK" ONCE IT HAS BEEN COMPLETED.

WE-WE WERE JUST ABOUT TO EXPOND UPON THAT!

WHEN THE CATCHER RETURNS IS THE ONLY TIME YOU'RE ALLOWED TO USE YOUR DEVICE!

A COMPLEMENT TO THAT!













HERE
I GO.

BECAUSE
HERE IT
COMES!!

WHAT?

CRAP!! SHE'S
FOCUSING HER
ELEMENT INTO
IT.

HEY, YOU TWO
NEWBIES! GET
BEHIND ME!

HURRY
AND DO
AS I
SAY!

GETTING
BEHIND A
KID THAT'S
SMALLER
THAN ME IS
KINDA...







JUST NOW...
IF I CAN
REMEMBER
HOW STERN
THREW IT
AND THE
IMAGE FROM
THAT TIME I
TURNED THE
DIVINE
SHOOTER...!

WHAT'S
IMPORTANT
IS THE
IMAGE AND
THE
TIMING.



IT'S A GOOD
SHOT...
HOWEVER...!











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INNOCENT DUEL 05

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GC: EMEER

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